**Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**THE GIVER – JEOPARDY!**

***Directions:*** *Fill in the answers to the following questions as the game is played.*

**CHARACTERS**

* Assigned to be Receiver-in-Training \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Jonas’s younger sister\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Holds the community’s memories \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* New child who does not sleep well at night\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Previous Receiver-in-Training\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**TRUE / FALSE**

* Citizens are encouraged to be as similar to others as possible\_\_\_\_\_
* New children are identified by a number before a name\_\_\_\_\_
* Jonas takes Gabriel and Lily with him when he flees the community\_\_\_\_\_
* Rosemary requested release to escape the pain of memories\_\_\_\_\_
* Citizens take a pill each day to make them stronger\_\_\_\_\_

**Quotes**

* “I felt very angry this afternoon – My childcare group was at the play area, and we had a visiting group of Sevens, and they didn’t obey the rules *at all*.”  
  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* “Ash, does anything seem strange to you? About the apple?”  
  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* “But she had *skipped* him. He saw the others in his group glance at him, embarrassed, and then avert their eyes quickly. He saw a worried look on the face of his group leader.”  
  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* “Welcome, we must get started. You’re one minute late!”  
  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* “It’s called snow. *Snowflakes.* They fall down from the sky and they’re very beautiful.”  
  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Ages**

* This age cuts their hair off\_\_\_\_\_
* This age starts volunteer hours\_\_\_\_\_
* This age is assigned a job\_\_\_\_\_
* This is the age where a bicycle is given to you\_\_\_\_\_
* This age is when you get a front button jacket\_\_\_\_\_

**Multiple Choice**

Which of the following is **NOT** a quality that the Receiver-in-Training must possess?  
 a. Integrity  
 b. Courage  
 c. Sense of Humor   
 d. Capacity to See Beyond

Instead of seeing colors, The Giver first….  
 a. heard pounding surf   
 b. saw glimpses of other communities  
 c. heard music   
 d. experience different types of weather

Which of the following was NOT eliminated when the community went to Sameness?  
 a. hills   
 b. colors  
 c. different types of food   
 d. weather patterns

The Giver’s favorite memory is of  
 a. walking on a beach   
 b. a family at Christmas  
 c. sledding downhill   
 d. sailing on a lake

Which of the following is NOT a rule that Jonas must follow during his training?  
 a. You may not lie   
 b. You may not participate in dream-telling  
 c. You cannot apply for release  
 d. You cannot discuss your training with anyone

**FINAL JEOPARDY – Short Answer**

* Define Utopia. (One Sentence)

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* Define Dystopia. (One Sentence)

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* Describe how they are DIFFERENT. (One Sentence)

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